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TICKET TO RIDE®

UNITED KINGDOM



MAP COLLECTION
+5+

DAYS OF WONDER®





Welcome to Ticket to Ride® United Kingdom - a Ticket to Ride expansion that makes you relive the early days of the railroad adventure. It all began in England, back in the 19th century...

This rules booklet describes the game play changes specific to the United Kingdom Map and assumes that you are familiar with the rules first introduced in the original Ticket to Ride. This expansion is designed for 2-4 players. In 3 and 4 Player games, players can use both tracks of the double-routes. In 2 Player games, once one of the tracks of a double-route is taken, the other one is no longer available.

To play with this expansion, you just need 35 Trains (instead of the usual 45) and the matching Scoring Markers taken from Ticket to Ride or Ticket to Ride Europe. You do not need the Train cards from your original game as the expansion comes with a complete, specific UK Train card deck that includes 6 extra Locomotive Cards.

LOCOMOTIVES

At the start of the game, each player receives a Locomotive in addition to their 4 Train Cards.

- ◆ Any 4 cards can be played as a Locomotive ;
- ◆ When 3 or more Locomotives appear among the available face-up cards, do NOT discard them.

DESTINATION TICKETS

This expansion includes 57 Destination Tickets.

At the start of the game, each player is dealt 5 Destination Tickets, of which he must keep at least 3. During the game, if a player wishes to draw additional Destination Tickets, he draws 3 and must keep at least 1. Destination Tickets not kept, either at game's start or following a draw of new Destination Tickets in mid-game, are discarded to the bottom of Destination Tickets deck, as in a regular Ticket to Ride game.

FERRIES

Ferries are special routes linking two adjacent cities across a body of water. They are easily identified by the Locomotive icon(s) featured on at least one of the spaces making the route. To claim a Ferry Route, a player must play a Locomotive card for each Locomotive symbol on the route, and the usual set of cards of the proper color for the remaining spaces of that Ferry Route.

TECHNOLOGY CARDS

This expansion introduces Technology Cards. Players start the game without any technology. They can only claim 1 and 2 space routes and they can only claim routes in England. Ferry routes cannot be claimed.

Exception: The Southampton - New York route is a special route that can be claimed at any time and without any Technology.

At the beginning of their turn, **before** taking their regular action, a player may discard Locomotives to buy ONE Technology Card. Remember that any 4 cards may be used as a Locomotive (or any 3 cards if you have the Booster Technology), even in this occasion.

Available Technologies

Wales Concession x4

Cost : 1 Locomotive
Allows you to claim routes into any of the 5 cities in Wales.

Ireland / France Concession x4

Cost : 1 Locomotive
Allows you to claim routes into any of the 10 cities in Ireland and into France.

Scotland Concession x4

Cost : 1 Locomotive
Allows you to claim routes into any of the 10 cities in Scotland.

Mechanical Stoker x4

Cost : 1 Locomotive
Allows you to claim 3 space routes.

Superheated Steam Boiler x4

Cost : 2 Locomotives
Allows you to claim 4, 5, and 6 space routes. The Mechanical Stoker is still needed to claim 3 space routes.

Propellers x4

Cost : 2 Locomotives
Allows you to claim Ferry routes.

Booster x4

Cost : 2 Locomotives
You may now use any 3 cards as a Locomotive (instead of the normal 4).

Boiler Lagging x4

Cost : 2 Locomotives
You score 1 extra point for each route that you claim.

Steam Turbines x4

Cost : 2 Locomotives
You score 2 extra points for each Ferry route that you claim.
When combined with Boiler Lagging, you score 3 points for each Ferry route that you claim.

Double Heading x4

Cost : 4 Locomotives
At the end of the game, you score 2 points for each Ticket that you completed.

Right of Way x1

Cost : 4 Locomotives
You may play this card to claim a route that was already claimed by another player. When playing this card, you must still play the correct number of cards to claim the route. Simply place your trains on it next to the other player's trains. You must immediately claim the route when you take this card, and after you have claimed the route, you return the card to the table so it can be taken by another player.

Important Note: Many times, a player will need several Technology cards to claim a route. See examples below.



If a player wants to claim the route from Stranraer to Londonderry, he would need the Scotland Concession card, the Ireland/France Concession card, the Mechanical Stoker card, and the Propellers card.



If a player wants to claim the route from Newcastle to Edinburgh, he would need the Scotland Concession card and the Mechanical Stoker card.

Reminder: The Southampton - New York route is a special route that can be claimed at any time and without any Technology.

VARIANT: ADVANCED TECHNOLOGIES

Advanced Technologies can be added to the game for a more competitive experience. Note that the number of Advanced Technologies is limited.

Advanced Technologies

Thermocompressor x1

Cost : 1 Locomotive
Claim 2 Routes this turn, then return this card.

Water Tenders x2

Cost : 2 Locomotives
When drawing Train Cards, you can decide to draw 3 blind cards instead of the regular 2.

Risky Contracts x1

Cost : 2 Locomotives
At the end of the game, score 20 points if you have the most completed Tickets. If not, lose 20 points.

This card must be bought before the Train Cards are reshuffled. Once the reshuffle has occurred, these cards cannot be purchased and must be put back in the box.

Equalising Beam x1

Cost : 2 Locomotives
At the end of the game, score 15 points if you have the longest Route. If not, lose 15 points.

This card must be bought before the Train Cards are reshuffled. Once the reshuffle has occurred, these cards cannot be purchased and must be put back in the box.

Diesel Power x1

Cost : 3 Locomotives
When claiming a Route, you may play 1 less card than required. You must still play at least 1 Card, and you cannot ignore a Locomotive on a Ferry route.

SCORING

- ◆ There is no Globetrotter or Longest Route Bonus in this expansion.
- ◆ Some players like to add up the points for the routes they claim at game end, rather than each time a route is claimed. Because the score for some routes may be affected by technologies such as the Boiler Lagging or the Steam Turbines, waiting until the end to compute Routes points doesn't work in this expansion. If you are likely to forget to immediately score some of the routes you claim, we recommend designating a player as the scorekeeper; have him move all the Score Markers throughout the entire game, or at least prompt the other players to do so when they forget.



CREDITS

Game Design by Alan R. Moon

Illustrations by Julien Delval

Graphic Design by Cyrille Daujean

PLAY TESTING

Tests • Spieletests • Pruebas de Juego • Playtester • Testspelers
• Kiitokset • Spiltestere • Spilltesting • Speltestare

Thank you to everyone who contributed: Janet E. Moon, Martha Garcia-Murillo
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Alan R. Moon

TICKET TO RIDE

PENNSYLVANIA



MAD COLLECTION
 +5+
DAYS OF WONDER

2-5 8+ 30-60'

SHARES 50 EACH



Welcome to Ticket to Ride® Pennsylvania - a Ticket to Ride expansion set in a state full of railroad history, through which the most famous American lines ran. Will you invest in the most profitable companies?

This rules booklet describes the game play changes specific to the Pennsylvania Map and assumes that you are familiar with the rules first introduced in the original Ticket to Ride. This expansion is designed for 2-5 players. There are specific rules for 2 players (see below).

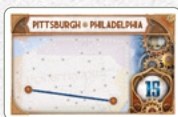
This game is an expansion and requires that you use the following game parts from one of the previous versions of Ticket to Ride:

- ◆ A reserve of 45 Trains per player and matching Scoring Markers taken from any of the following:
 - Ticket to Ride
 - Ticket to Ride Europe
- ◆ 110 Train Car Cards taken from:
 - Ticket to Ride
 - Ticket to Ride Europe
 - USA 1910 expansion

DESTINATION TICKETS

This expansion includes 50 Destination Tickets.

At the start of the game, each player is dealt 5 Destination Tickets, of which he must keep at least 3. During the game, if a player wishes to draw additional Destination Tickets, he draws 4 and must keep at least 1. Destination Tickets not kept, either at game's start or following a draw of new Destination Tickets mid-game, are discarded to the bottom of Destination Tickets deck, as in a regular Ticket to Ride game.



FERRIES

Ferries are special routes linking two adjacent cities across a body of water. They are easily identified by the Locomotive icon(s) featured on at least one of the spaces marking the route. To claim a Ferry Route, a player must play a Locomotive card for each Locomotive symbol on the route, in addition to the usual set of cards of the proper color for the remaining spaces of that Ferry Route. There are only two Ferry Routes on the Pennsylvania map, each leading to Ontario. The two routes do not connect to each other.



STOCK SHARES

When setting up the game, sort the 60 Stock Shares by Railroad. In each Railroad, sort the cards by numerical order and place them in that order (so the #1 share of each Railroad will be on top, with the #2 share below it, etc.). Note that each Railroad has a different amount of shares.



When a player claims a route, he may also take the top Stock Share from any of the Railroads listed on the route he claims. There are a few routes with no logos attached to them: these routes do not grant any Stock Share. If all the Stock Shares of a Railroad have already been taken, the player must choose a Share in another Railroad listed on the route.

Players keep their Stock Shares face down in front of them but can check their own Stock Shares at any time during the game.



Madison claims the route Oil City-Warren. This allows her to take the top Stock Share from Pennsylvania Railroad, Baltimore & Ohio Railroad, or Erie Lackawanna Railroad. She decides to take the Pennsylvania Railroad Stock Share.

SCORING

At the end of the game, players reveal their Stock Shares and sort them by Railroad. Each Railroad is then scored.

- ◆ The player with the most Shares in each Railroad receives the most points (as shown on that Railroad's cards) followed by the player with the second most Shares, etc. A player scores nothing if he has no Share in a Railroad.
- ◆ There are no ties: if two or more players have the same number of Shares, then the player with the lowest numbered Share among them is considered to have the most, as he invested first in that Railroad.
- ◆ If more players have Shares in a Railroad than the number of points paying places, then the players with the least Shares score nothing.

SCORE	POINTS
1	30
2	21
3	14
4	9
5	6

SHARE
1/15

A 15 point Globetrotter bonus is awarded to the player(s) who completed the most Tickets by the end of the game. If several players are tied for that bonus, they all score it. Tickets that were not completed have no effect for the purpose of determining which player(s) gain this bonus.

2-PLAYER RULES

In 2-player games, there is a third dummy player. Apply the rules above with the following changes:

- ◆ Whenever a player takes a Stock Share, he chooses a Stock Share for the dummy player (among those available on the route that he just claimed). The selected Share is placed face down next to the others.
- ◆ At the end of the game, before scoring the Railroad Shares, shuffle the Shares of the dummy player, count them, and reveal half of the total number (rounded up).
- ◆ The dummy player's Shares must be considered when calculating the different majorities. You do not have to give him points though.

Example: For the B&O Railroad, Mark has 2 Shares, the dummy player has 2 Shares, and Eric has 1 Share. Mark scores 20 points and Eric scores 9.

CREDITS

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Thank you to everyone who contributed: Martha Garcia-Murillo & Ian MacInnes, Celia & Tony Soltis,
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